

Eli Gregory

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301.602.0853

Seasoned software engineer with refined taste, keen product sense, natural design instincts, and deep engineering curiosity. Holds himself and his team to high standards—consistently delivering products at velocity that drive measurable business value.

EDUCATION

• Indiana University

Bloomington, IN

B.S. Informatics @ School of Informatics, Computing and Engineering; Double Minor: Fine Arts, Telecommunications

EXPERIENCE

• Freemodel

(Remote)

Senior Software Engineer, iOS Client Apps

Jul 2022 – Dec 2024

- **Zero-to-One iOS App Development:** Built the client app from scratch for a Silicon Valley startup, “Uber for home remodeling.”
- **Architectural Foundations:** Established early architectural patterns and foundational infrastructure balancing velocity and sustainability.
- **Business Impact:** Led three successful product releases, automating business operations moving from manual spreadsheets to a digital platform.

• Esri

Portland, OR

Product Owner, ArcGIS Open Source Apps

Jun 2019 – Jun 2021

- **Cross-Platform Portfolio:** Led a multi-disciplinary team building a portfolio of 14 location-based apps across 7 platforms, published in open source.
- **Community Engagement:** Fostered community as an ArcGIS developer advocate at flagship events and quarterly meetups. Managed Github community (100+ daily unique clones).
- **Multi-Role Adaptability:** Operated as Product Owner, Developer, Designer, Docs Writer, and GIS Analyst given a smaller team structure.

• Esri

Portland, OR

iOS Software Engineer, ArcGIS Open Source Apps

Nov 2017 – Jun 2019

- **iOS Lead Developer:** Primary iOS developer of 3 location-based apps published in open source. Published UIs in open source toolkit.
- **Open Source Advocacy:** Authored 14+ tutorials on developing apps using ArcGIS Runtime API for iOS. Featured speaker at Esri Developer Summit.

• Moishe House Foundation

(Remote)

iOS Software Engineer & Technical Team Lead

Jul 2015 – Jul 2017

- **Technical Leadership:** Led internal operations software reaching thousands of users annually.
- **iOS App Development:** Developed iOS app for accounting millions of dollars in annual community programming spend. Architected mobile API with Ruby on Rails backend.

• Dot Dot Dash Inc.

(Remote)

iOS Software Engineer

Jun 2014 – Jul 2015

- **Holiday Lighting iOS App:** Built iOS app controlling LED holiday lights (BLE integration), sold in Apple Stores for the 2014 holiday season.
- **Camera Integration:** Developed iOS camera app with affixable lenses and assisted in experiential art installations.

• The John F. Kennedy Center for the Performing Arts

Washington, D.C.

iOS Software Engineer & Software QA Engineer

Sep 2010 – 2014

- **Digital Art Platform:** QA for online arts integrated educational content. Developed Arts Days Twitter Bot and iOS App featured at Apple’s 2013 WWDC.

• Kibbutz Lotan Center for Creative Ecology

Hevel Eilot, Israel

Ecological Volunteer

Jul 2011 – Nov 2011

- **Sustainability Research:** Analyzed energy efficiency of earth structures vs. cinderblock at Ben Gurion University. Learned permaculture and sustainability.

LIFESTYLE & INTERESTS

- Scuba Certified, Wilderness Backpacker, Community Leader, Code Mentor, Women In Tech Advocate, Travel Enthusiast